



Visual Communication Studio

De Angela Duff • Fall 2007

HOMEWORK EXERCISES Wk 9 • DUE NEXT WEEK

READ:

HANDOUT:

- p. 122-123 *from Principles of Form and Design* by Wucious Wong
- p. 43, 82 *from Design & Form* by Johannes Itten

DO:

BY HAND

- **3 different rubbings** on three different sheets of paper (8 1/2" x 11" or larger; please note you can cut up a sheet of drawing paper)

Rubbing: Place a sheet of paper over the textured surface or object. Using the flat side of a drawing tool or medium, rub gently and consistently over the paper to reveal the texture. Use a different drawing tool or medium for each of the three rubbings.

- **3 physical techniques** on three different sheets of paper (14"x17" or larger)

Physical Techniques: mark making with a textural object (see below), ripping, cutting, or soaking to create 3 compositions; Use a different method for each of the physical techniques.

Mark making with textural object: Collect a number of objects that have varying textural qualities. You will need objects that are rough, smooth, hard, soft, reflective, dull, furry, manmade, natural-anything with an interesting texture. Seaweed, a worn piece of wood, a rough stone or brick, a sponge, string or rope, a mop, coarse fabric, a dishcloth, a straw hat, a basket, shells, bread, a bandage, and cotton are just a few possibilities.

- **2 Tactile Textures** (see handout)
 - Available natural texture OR modified natural texture
 - Organized Texture

- **1 collage** of printed textures from newspapers and/or magazines (14"x17" or larger)
 - Use at a minimum a **5 value grayscale** printed textures from newspapers and/or magazines to create a collage (by gluing or pasting) that covers the majority of the space on *one sheet of paper*

- **2 Texture Opposites** *using one sheet of paper* (14"x17" or larger) for each
 - Create a composition of at least two textures using found objects to illustrate the contrast of the **rough and the smooth**
 - Create a composition of at least two textures using found objects to illustrate the contrast of **dull and shiny**

IN ILLUSTRATOR

- 8" x 8" stroked, square picture plane on 8 1/2" x 11" paper
- DO NOT IMPORT DIGITAL IMAGES
- **USE ILLUSTRATOR'S TOOLS TO CREATE TEXTURE**
- Digital File for Class Crit
- Color Printout for Portfolio

- 1 Texture as Flat Pattern
 - Flat: It should NOT have the illusion of three dimensions
Note: A pattern traditionally repeats

- Textures as detail WITHIN a shape (2 comps)
 - Solid Shape
 - Same Shape with Texture within

- Texture as space (2 comps)
 - Shape on solid color background
 - Same Shape on textured background

IN PHOTOSHOP (SCANNING OPTIONAL)

- 8" x 8" square grid using 2" squares on 8 1/2" x 11" paper
- **IMPORT (OR COPY & PASTE) DIGITAL IMAGES**
 - Scanned
 - Found On The Web
 - Taken With Digital Camera
- Digital File for Class Crit
- Color Printout for Portfolio

- 1 Texture as simulation
 - Import (or copy & paste) a different texture that simulates a surface for each of the 16 squares for a total of 16 different textures.

TEXTURE



The possibility of creating a sense of touch (tactile sensation) through visual illusion.